

Like a gust of dragon's breath...

Guess what just blew in with Tom's arrival? No, it wasn't the world's last dying gasp (close, though). It was Tom's friend, Ken. Why do I sigh? I started with CLOAD (Chromasette's daddy) back in September, 1978. The temporary editor before me was (drumroll, please) Ken. Now he is here putting together some special issues for our new company, SilverWare. You just think you have troubles. Now I have to contend with Tom, Grady, AND Ken...



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*****
*
*  Filename      English Translation      PMODE PCLEAR  Locations      *
*
*  COLORCOV     Color Cover                3      4      7/148  5/125  *
*  COVERUP      Coverup                    0      1      28/163 19/142  *
*  FLIGHT       *Flight Simulator          0      (4)    47/177 32/158  *
*  HALL         Hall of the Mountain King   3      4      63/189 45/174  *
*  PRECOMP      Pre-Compiler (disk only)    0      1      85/206 63/197  *
*  ADDRESS      Sample file for Pre-Compiler 0      1      99/218 76/214  *
*  ADDCASS      Address compiled            0      1      116/231 92/235  *
*  ZEROG        Zero G (CLOADM:EXEC)        (2)    (4)    129/241 104/251 *
*  LISTER       Lister (563,15820:CLOADM)  (2)    (4)    140/251 116/268 *
*
*  Locations are for the R/S recorders. If the first copy of a program won't load, try the second. If
*  neither copy loads, return the tape for disciplining and a prompt replacement. If you get an OM, FC,
*  or SN error while loading or running a program, you probably have to enter the PMODE and PCLEAR values
*  for the program directly from the keyboard (values in parenthesis are not set in the program). *
*  These programs may use high speed. Be sure that the computer is slowed down again before doing I/O to
*  tape or disk (POKE 65494,0). Subscribers - The month on the mail label is the last month of your
*  subscription. If you have a cassette subscription, the number next to the month is the amount it
*  would cost to convert the rest of your subscription to the disk version ($4.20 per issue for 6 or less
*  months, $3.75 per issue if more than 6 months).
*
*****
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Just like the name implies, Color Cover (by Mick Murray) is.

It's easier to catch a rainbow... In Coverup (by George Janssen), you use the joystick to maneuver your piece to 'cover up' the spastic numbers in order. Try it, you'll be frustrated by it, too! Note: The main program is in machine language (appended to the BASIC), and the <break> key won't get out of the program. Try <Q> instead...

I had a bad dream like this once... Using the joystick, you are the pilot of a plane, looking at the world from inside the cockpit in Flight Simulator (by Erik Olson). You take off, fly to a certain altitude, then find a runway and land (hopefully). For the daredevil, you can choose to fly at night (the runway is unlit). How to fly: Pushing the joystick forward causes you to dive, backward to climb, left to turn left, and right to turn right. A short low beep indicates that your climb is too steep. A short high beep means that the necessary height has been reached. The indicators are, from left to right:

Altimeter - The higher the line, the higher you're flying.

Roll Indicator - The angle of the line is the angle of your wing (indicates a turn).

Climb/Dive Indicator - If the line points from 9:01 to 12:00, you are diving. If the line points from 12:00 to 2:59, you are climbing.

Radar - If the ball is to the left, the runway is to the left. If the ball is to

right, the runway is to the right.
 Fuel Gage - The lower the dot, the less fuel you have left.

Flight note: The program has a high speed option. If your computer will operate at higher speed, you can crash that much faster. Just be sure to POKE 65494,0 when decide to quit crashing.

I wish he'd throw money instead... Hall of the Mountain King (by Daniel Hamilton) a simple 'Donkey Kong' like game. Use the joystick to move and climb ladders and the button to jump. You must get the key before you can ascend to the next level.

Structured BASIC - If you have a disk system, you can write BASIC programs with all the BASIC keywords plus labels and Pascal-like constructs with Pre-Compiler (by Bob ns). You create the psuedo-BASIC program (called the 'source file') using a text tor or the BASIC editor. Then you run it through Pre-Compiler and a BASIC patible version of your program is created on your disk! The Pascal-like constructs :

1) You don't use line numbers - you use labels. These labels must be enclosed in pare brackets (<shift-down arrow> and <shift-right arrow>). This makes it easy to ert new lines or routines (no renumbering). Also, labels are easier to remember than bers.

BASIC	Psuedo-BASIC
10 GOTO 20	GOTO [NAME]
20 PRINT"DAVE"	[NAME] PRINT"DAVE"

2) You get two other kinds of loops: WHILE...ENDWHILE and REPEAT...UNTIL. se loops have some similarities to IF...THEN and FOR...NEXT loops, but they can be dier in certain situations. Note: You may not nest a REPEAT loop within a REPEAT p nor a WHILE loop within a WHILE loop. However, you can nest a REPEAT in a WHILE a WHILE in a REPEAT.

BASIC IF...THEN	BASIC FOR...NEXT
10 PRINT X	10 FOR X=1 TO 100
20 X=X+1	20 PRINT X
30 IF X<=100 THEN 10	30 NEXT X
40 PRINT X	40 PRINT X

Psuedo-BASIC WHILE...ENDWHILE Psuedo-BASIC REPEAT...UNTIL

WHILE X<=100	REPEAT
PRINT X	PRINT X
X=X+1	X=X+1
ENDWHILE	UNTIL X>100
PRINT X	PRINT X

3) You can have in-line comments, enclosed by (* and *), as well as REM statements.

Psuedo-BASIC
 PRINT"DAVE IS AN ";>(* INSULT *)PRINT"IDIOT"
 Output: DAVE IS AN IDIOT

If you use the BASIC editor (instead of a text editor of some kind) to create your source file, you must, of course, have line numbers. So give each line a line number, llowed by an apostrophe (use REMs or (* *) for remarks from then on), then ignore the ne number from that point on (ie: 10 'PRINT "DAVE"). All GOSUBs and GOTOs in the source file reference labels, not line numbers. Once you have your source file created, ve it to disk in the ASCII format (SAVE"filename/PRE",A) and run it through

Pre-Compiler with the B option.

Options: When you compile an ASCII file into a BASIC program, Pre-Compiler will expect the file to have been created from a regular text editor, will dump the listing to the screen, and will not list the symbol table. However, before it compiles your file, you are asked for OPTIONS. You can then type in one or more of the following: BLPS.

- B) File is from the BASIC editor.
- P) List to the printer instead of the screen.
- L) Suppress listing (error messages are listed regardless).
- S) List symbol table.

Note: The author suggests running any BASIC program created by Pre-Compiler through a blank removing program like Shrink (from February 1982's issue).

Now, to get you started on the right foot, you have Address. This is a file created by the BASIC editor which can be compiled by Pre-Compiler. You can also load it in as it is and list it to better see what the format and constructs Pre-Compiler expects a file to have. Cassette versioners: In order to use Address, you must first load it in from cassette, then save to disk in ASCII format (SAVE"ADDRESS/PRE",A).

When you run Pre-Compiler, give ADDRESS/PRE (the /PRE is not necessary as it is the default extension) as the file to compile, then be sure to give the B option when asked for options. What do you end up with? A file on your disk called ADDRESS/BAS, which is a simple, one-across mail label printing program.

So those of you without a disk system don't feel left out, you have Address Compiled, an already compiled version of Address that works on both tape or disk.

A weightless game - Zero G (by that bit-banger, Andrew Pakerski) places you in a ship controlled by the left and right arrow keys and accelerated by the <Q> key. The object is to hit the targets (space capsules) that appear on the screen before the time runs out. If you hit a target before the time runs out, you get the number of points remaining on the timer, another target, and the timer gets reset to 99. This game is fun and addicting (something Sally Ride could relate to).

Zero G notes: The game is in machine language, so to load and run it from cassette type CLOADM"ZEROG":EXEC<enter> (use LOADM or the Away Menu from disk). To save a backup copy type CSAVEM"ZEROG",9728,12448,9728<enter> (use SAVEM to save to disk). The <break> key will get you out of the program, but it would be wise to turn the computer off and then on again after playing or strange things may occur.

Pretty hardcopy - Lister (by Norman Manchevsky) will LLIST BASIC programs with only one BASIC instruction per line, pagination, and page numbers in the top right-hand corner of the page. The utility loads in the top of memory and must be protected. To load and execute it type:

For 16k machines: CLEAR563,15820:CLOADM"LISTER":EXEC<enter>.
For 32k machines: CLEAR563,32204:CLOADM"LISTER",16384:EXEC<enter>.

CoCo responds with OK, and until the computer is turned off, all your LLISTs will be pretty. To make a 16k backup, type CSAVE"LISTER",15820,16383,15820<enter>. For 32k type CSAVE"LISTER",32204,32767,32204<enter> (once a 32k version is saved, you can drop the ,16384 from the 32k CLOADM). Use SAVEM to save to disk.

Another copy...

Kenneth M. Elder of St. Petersburg, Florida didn't want to have to copy all of the programs from one disk to another as last month's Filecopy asked you to do. So he made the following modification:

```

265 PRINT"ENTER TO COPY (N TO NOT COPY)";
267 N$=INKEY$:IFN$=""THEN267ELSEIFN$="N"THEN280
340 PRINT"INSERT SOURCE DISK AND HIT ENTER (N TO NOT COPY) ";NAME$;
345 N$=INKEY$:IFN$=""THEN345ELSEIFN$<>"N"THENCOPY NAME$:GOTO280ELSE280
    
```

Watch the record moguls scream...

The Rainbow went into the record business for a month in their June issue. They had programs to load from your turntable! What will they think of next? Programs from your radio (heere comes cable!)?

The bottom line...

When I first saw the Color Computer, it was only a 4k vanilla BASIC machine. I was not impressed. However, it wasn't long before the 16k Extended BASIC was out, and I'm still in love (16 more k and two disk drives later). Now for a little deja vu - the MC 10 is out. It's a little 4k toy with vanilla BASIC. I am not impressed. The price is low (\$1197), but my feeling is that the VIC (at 75% of the price) is more attractive and the Commodore-64, if the present trend continues, will be as cheap as the MC-10 and an obviously better deal.

But wait! For \$59 you can get another 16k of memory. And the little MC-10 does have a built in RS2-32 for communications. That makes it a little more pleasing... And an unconfirmed rumor just reached me. I don't quite believe it, but if it is true, the MC-10 will be quite a buy. Oh, the rumor? That Extended BASIC will be available (cheap), cheap) for the MC-10. Well, I'll just wait and see...

Leanin' over the back fence,

Dave

ed.

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